

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method of emulating a handheld video game platform comprising:

loading and executing an emulator program on a target platform different from said video game platform;

parsing and ~~interpreting~~processing, with said emulator program, a ~~binary~~an executable image capable of being executed on said video game platform; and

generating an ~~audio-visual~~ real time interactive video game presentation on said target platform in response to said ~~interpreted binary~~processed image,

wherein said ~~binary~~ image defines graphic characters using a predetermined format applicable to said handheld video game platform, and said emulator program reformats said graphic characters using a precomputed translation table.

2. (Currently amended) A method of emulating a handheld video game platform comprising:

loading and executing an emulator program on a target platform different from said video game platform;

parsing and ~~interpreting~~processing with said emulator program, a ~~binary~~an executable image capable of being executed on said video game platform; and

generating an ~~audio-visual~~ real time interactive video game presentation on said target platform in response to said ~~interpreted binary~~processed image,

wherein said emulator program displays images based on color palettes defined by said ~~binary~~ image that are changed ~~during~~during a display frame.

3. (Currently amended) A method of emulating a handheld video game platform comprising:

loading and executing an emulator program on a target platform different from

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said video game platform;

parsing and ~~interpreting~~processing with said emulator program, a ~~binary~~an executable image capable of being executed on said video game platform; and

generating an ~~audio-visual~~-real time interactive video game presentation on said target platform in response to said ~~interpreted binary~~processed image,

wherein said emulator program uses a jump table to parse op codes within the ~~binary~~-image, and uses a page table to selectively map memory access instructions into predetermined memory locations and/or function calls.

4. (Currently amended) A method of emulating a handheld video game platform comprising:

loading and executing an emulator program on a target platform different from said video game platform;

parsing and ~~interpreting~~processing with said emulator program, a ~~binary~~an executable image capable of being executed on said video game platform; and

generating an ~~audio-visual~~-real time interactive video game presentation on said target platform in response to said ~~interpreted binary~~processed image,

wherein said emulator program uses a BLIT operation to transfer graphics information.

Cancel claim 5 without prejudice

6. (Currently amended) A method of emulating a handheld video game platform comprising:

loading and executing an emulator program on a target platform different from said video game platform;

parsing and ~~interpreting~~processing with said emulator program, a ~~binary~~an executable image capable of being executed on said video game platform; and

generating an ~~audio-visual~~-real time interactive video game presentation on said target platform in response to said ~~interpreted binary~~processed image,

wherein the target platform comprises a ~~seat-back~~-display unit having a

predetermined display area, and said emulated program displays the visual part of said audio visual presentation on only a subset of said ~~seat-back~~ display unit display area.

7. (Currently amended) A method of emulating a handheld video game platform comprising:

loading and executing an emulator program on a target platform different from said video game platform;

parsing and ~~interpreting~~processing with said emulator program, a ~~binary~~an executable image capable of being executed on said video game platform; and

generating an ~~audio-visual~~ real time interactive video game presentation on said target platform in response to said ~~interpreted binary~~processed image,

wherein the emulator program includes a virtual liquid crystal display controller that models the handheld video game platform with a sequential state machine.

8. (Currently amended) A method of emulating a handheld video game platform comprising:

loading and executing an emulator program on a target platform different from said video game platform;

parsing and ~~interpreting~~processing with said emulator program, a ~~binary~~an executable image capable of being executed on said video game platform; and

generating an ~~audio-visual~~ real time interactive video game presentation on said target platform in response to said ~~interpreted binary~~processed image,

wherein the emulator program accesses whether said ~~audio-visual~~ presentation is running behind a timing model of the handheld video game platform, and selectively disables at least a part of a display update in response to said assessment while continuing to parse and interpret instructions within the ~~binary~~ image.

9. (Currently amended) ~~A system~~An emulator that emulates in software, at least a portion of handheld video game platform hardware, said ~~system~~emulator comprising:

a target platform different from said handheld video game platform, said target platform including a processor that loads and executes emulation software, parses and

~~interprets~~processes an ~~binary~~ image capable of being executed on said handheld video game platform, and generates an audio-visual real time interactive presentation in response to said ~~interpreted~~ ~~binary~~ image,

wherein said ~~binary~~ image defines graphic characters using a predetermined format applicable to said handheld video game platform, and said processor under control of said emulation software reformats said graphic characters using a precomputed translation table.

10. (Currently amended) ~~A system~~An emulator that emulates in software, at least a portion of handheld video game platform hardware, said ~~system~~emulator comprising:

a target platform different from said handheld video game platform, said target platform including a processor that loads and executes emulation software, parses and ~~interprets~~processes an ~~binary~~ image capable of being executed on said handheld video game platform, and generates an audio-visual real time interactive presentation in response to said ~~interpreted~~ ~~binary~~ image,

wherein said target platform under control of said emulation software displays images based on color palettes defined by said ~~binary~~ image that are changed during a display frame.

11. (Currently amended) ~~A system~~An emulator that emulates in software, at least a portion of handheld video game platform hardware, said ~~system~~emulator comprising:

a target platform different from said handheld video game platform, said target platform including a processor that loads and executes emulation software, parses and ~~interprets~~processes an ~~binary~~ image capable of being executed on said handheld video game platform, and generates an audio-visual real time interactive presentation in response to said ~~interpreted~~ ~~binary~~ image,

wherein said target platform under control of said emulation software uses a jump table to parse op codes within the ~~binary~~ image, and uses a page table to selectively map memory access instructions into predetermined memory locations and/or function calls.

12. (Currently amended) ~~A system~~ An emulator that emulates in software, at least a portion of handheld video game platform hardware, said ~~system~~ emulator comprising:

a target platform different from said handheld video game platform, said target platform including a processor that loads and executes emulation software, parses and ~~interprets~~ processes ~~an~~ a binary image capable of being executed on said handheld video game platform, and generates an audio-visual real time interactive presentation in response to said ~~interpreted~~ binary image,

wherein said target platform under control of said emulation software uses a BLIT operation to transfer graphics information.

Cancel claim 13 without prejudice.

14. (Currently amended) ~~A system~~ An emulator that emulates in software, at least a portion of handheld video game platform hardware, said ~~system~~ emulator comprising:

a target platform different from said handheld video game platform, said target platform including a processor that loads and executes emulation software, parses and ~~interprets~~ processes ~~an~~ a binary image capable of being executed on said handheld video game platform, and generates an audio-visual real time interactive presentation in response to said ~~interpreted~~ binary image,

wherein the target platform comprises a seat-back display unit having a predetermined display area, and said target platform under control of said emulation software displays the visual part of said audio visual presentation on only a subset of said seat-back display unit display area.

15. (Currently amended) ~~A system~~ An emulator that emulates in software, at least a portion of handheld video game platform hardware, said ~~system~~ emulator comprising:

a target platform different from said handheld video game platform, said target platform including a processor that loads and executes emulation software, parses and ~~interprets~~ processes ~~an~~ a binary image capable of being executed on said handheld video game platform, and generates an audio-visual real time interactive presentation in response to said ~~interpreted~~ binary image,

wherein the target platform under control of said emulation software includes a virtual liquid crystal display controller that models the handheld video game platform with a sequential state machine.

16. (Currently amended) ~~A system~~ An emulator that emulates in software, at least a portion of handheld video game platform hardware, said ~~system~~ emulator comprising:

a target platform different from said handheld video game platform, said target platform including a processor that loads and executes emulation software, parses and ~~interprets~~ processes an ~~binary~~ image capable of being executed on said handheld video game platform, and generates an audio-visual real time interactive presentation in response to said ~~interpreted binary~~ image,

wherein the target platform under control of the emulation software models the timing of the handheld video game platform hardware, accesses whether said audio visual presentation is running behind the timing model of the handheld video game platform, and selectively disables at least a part of a display update in response to said assessment while continuing to parse and ~~interpret~~ process instructions within the ~~binary~~ image.